



One of our favorite  
game and movie  
stars!  
WOLFE

IN YOUR DREAMS...

OR BART'S  
NIGHTMARE!

THE GAME REVIEWERS ARE LOSING SLEEP  
OVER IS NIGHT ON GENESIS!

Battle the nighty horror King, enter the world of  
light and Scream, and vanquish vile villains in  
Berlin. Check out the amazing eye-popping graphics,  
Bart's real digitized voice, Sizzling action and  
game-play that'll keep you up all night!



**FLYING  
EDGE**

SEGA  
GENESIS

SEGA

GENESIS

Marvel  
Comics

SPIDER-MAN  
X-MEN



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Arcade's  
REVENGE

**FLYING  
EDGE**

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MADE IN JAPAN



LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY  
ON THE SEGA GENESIS SYSTEM.

GameMaster



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

### HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

**Warning** to owners of projection televisions: Still pictures or images may cause permanent picture tube damage or melt the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.





From web to web, skyscraper to skyscraper, Spider-Man races through the towering canyons of the city! The X-Men, Wolverine, Cyclops and Storm have all disappeared...and unless Spidey can find Gambit, the Cajon's fate will certainly be the same!

Spidey sees Gambit's fowidlar silhouette below. Bet, in the second he swings down, a giant tube shoots out from the roof of a garbage truck, and "GNHRRR-SFLAN-NGI!", it swallows the enspepecting Arcadion!

Spidey flashes back through countless life and death perils and flesh-hungry Super-Villains...back to an absurd assassin called Arcadion and his deadly amusement park! The wall crawler slings a Spider-tracer onto the truck and peruses his prey into the night...ensaware that the hunter is about to become the hunted!

Arcadion originally created his fun fair to make his million dollar "hits" more entertaining! Bet, now he's rebuilt it—with all-new, bigger games, inescapable traps, and deadly rides—purely for his own enjoyment! And tonight's very limited run, one-time only showing is the thrilling final destruction of the X-Men and their would-be rescuer, Spider-Man!

## GETTING READY... FOR MUTANT MANIA!

### LOADING

1. Make sure the power switch is OFF.
  2. Insert the ARCADE'S REVENGE™ game cartridge as described in your SEGA™ GENESIS™ MANUAL.
  3. Turn the power switch ON.
- You will then see the ARCADE'S REVENGE™ intro screens, and the High Scores screen. To reach the story screen, press the START BUTTON or the B BUTTON. To scroll through the story, press the B BUTTON again. To jump to the action, press the START BUTTON again.



## SPIDEY TO THE RESCUE!

Spidey's tracer leads him to the perimeter of Arcade's bizarre complex. The way in is wide open...but the weblinger's Spider-Sense buzzing to beat the bad worms of a less than hospitable welcome! A security system guards every inch of the entrance and the only way around it is to touch each of the Security Eyes in the order they flash. Use your Spider-Sense to guide you and bagging them will be a snap.

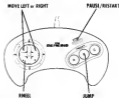
Make it all the way inside and a Super-Hero surprise party is waiting just for you!

To stroll through the introductions, press the **B** BUTTON. To skip to the Character Selection screens, press the **START** BUTTON.



## SPIDEY'S CONTROLS

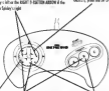
### BASIC MOVES



## CLIMBING MOVES

**TO GRIP INTO A WALL (or ANY SCALABLE OBJECT)**  
while in the air—either jumping, falling, or simply  
step—press the LEFT D-BUTTON ARROW of the wall or  
to Spidey's left or the RIGHT D-BUTTON ARROW if the  
wall is to Spidey's right

**TO CLIMB UP A WALL (or ANY SCALABLE  
OBJECT)**, press the UP D-BUTTON ARROW



**TO CLIMB DOWN A  
WALL (or ANY  
SCALABLE  
OBJECT)** press the  
DOWN D-BUTTON  
ARROW

**TO CLIMB LEFT or RIGHT** off a wall (or any  
scalable object) press the LEFT or  
RIGHT D-BUTTON ARROW if the wall is  
to Spidey's left or the RIGHT D-BUTTON  
ARROW if the wall is to Spidey's right

**TO CLIMB DOWN OFF A WALL  
(or ANY SCALABLE OBJECT)**  
press the LEFT or  
RIGHT D-BUTTON ARROW

## WEB SLINGING CONTROLS

**SHOOT DOWN and  
HOOK ON A WEB**

**JUMP OFF A WEB**

**SHOOT A SHOOTING WEB**

**SHOOT DOWN and  
HOOK ON A WEB**

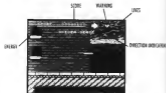
**WEB WEB BOLT**



**Notes**  
•While climbing, the web bolts automatically fire  
away from the wall.  
•If Spidey swings into a wall, while still on his web,  
he will not automatically grip onto the wall.

## SPIDEY ON THE SCREEN

Spidey's game play information and Spider-Sense appears on the screen as follows:



**Note:**

The Spidey icon in the top right hand corner of the screen and the Spider-Sense Warning only

Flash when Spidey is seen a Toxicity Eye or falling on immediate threat. The Direction Indicator then points out where the Eye is located or where the danger will come from.



## CHARACTER SELECTION... FROM THE ARACHNID TO THE X-MEN!

Arcade challenges each of his unwilling guests with two events tailor made to test their particular strengths and weaknesses. However, to even have a hope of escape, all five Super-Heroes must survive both his or her two events.

You may select any character in any order, but, each character can only progress to his or her second event once they have successfully completed their first.



•To scroll through the Character Selection screens, press the A, B or C BUTTON.



•To select a character, press the START BUTTON.

**Note:**

A crossed progress circle on any character selection screen indicates that one event has been successfully completed. Once both events are completed for any one character, his or her screen no longer appears.

## LIFE IS CHEAP... WITH ARCADE™ IN CONTROL!

Your Super-Heroes begin with four lives between all of them. Thus, for example, if you lose three lives as Spider—and fail to obtain any bonus lives—you only have one life left to get the rest of the X-Men through the game.



### Notes:

The number of lives remaining appears on each of the Super-Heroes game play screens as indicated in the appropriate "ON THE SCREEN" sections.

## "LET THE GAMES BEGIN!"

From giant size buzz saws and steel spiked pin-balls to laser-firing Super-Villians and bomb dropping droids, Arcade™ has turned all the fun of the fair into the ultimate hoarse of horrors!

## CYCLOPS™

## "THE RIDE OF YOUR LIFE!"

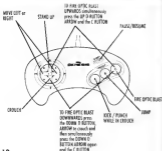
Deep underground, Cyclops first faces a mine cart roller coaster ride with its own peculiarly shocking attractions! Mistime jumping on board and the electrified rails will instantly zap a life. Hit a land-mine as you travel... and the result's the same! Too much fun? Watch out for the droid orbs firing pinpoint accurate bombs, Genoshan Magistrates blasting you with their steel peas, and a Sentinel robot pulverizing you with waves of pure radiation. Show them all looks can kill!



However, come across a Subterranean, and optic blasts will have to make way for good ol' fashioned fists and feet!

Survive the white knuckle stuff of rawed one and get ready to face the five story high, destruction automation, **Master Mold!** Obsessed by his desire to rid the planet of mutants, this deadly wrecking machine comes armed for war! From his metal plated body, he launches heat seeking missiles. His hands spin out plasma grenades. His eyes shoot orcs of decimating energy bolts. But then again so does Cyclops! Can this high-tech bag o' bolts really exterminate the X-Men?

## CYCLOPS™ CONTROLS



## CYCLOPS™ ON THE SCREEN

The game play information for Cyclops appears on the screen as follows:



### Note:

The energy bar flashes when it you get the Power Blast pick-up.

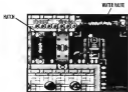




## STORM™

### “DUNK THE MUTANT!”

Storm has the power to fly on winds created by her own weather-controlling mutant abilities. Unfortunately, though, Arcade—always one step ahead of the game—has trapped Storm in a underwater maze where negative air effects make flying impossible. The only way out is to raise the level of the water so she can find the ceiling exit. To do this, Storm must fire lightning bolts at the underwater hatches that block her way and the water release valves that lie throughout the tank.



However, while exploding the locks and valves, Storm must also maintain her air supply, either by surfacing or by swimming through the bubbles randomly released underwater.

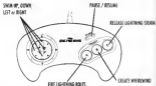
The metallic squids, sea mines, piranha, and harpoon firing scuba divers will try to hush more than the wind out of you. Defeat single enemies with your Lightning Bolts, crowds with—if you have them—Lightning Storms. These devastating pick-apart fire streaks of energy simultaneously in every direction, destroying everything within close range. For defense, blast open the oysters. A pearl is in each of them that, once touched, gives you a whirlwind able to protect you as you fire away at the deadliest of maritime terrors.



Escape the first maze and “The Mistress of the Storm” is still in deep water. But, find and smash the glass spheres of Arcade™’s hydro electric power plant... and you can finally breathe easy!

## STORM™'S CONTROLS

Storm's control points are as follows:



### NOTE:

- As the water rises to the ceiling what used to be air pockets fill with water.
- If you do not press **ANY** CONTROL PAD BUTTON, Storm automatically flares.
- You can only fire a Lightning Storm or release a Whirlwind once you have the appropriate pick-ups.
- Storm can have a maximum of eight air supply bottles.













## STORM™ ON THE SCREEN

The game play information for Storm appears on the screen as follows:



# SUPER - HERO PICKUPS

30-BET ANY PICK-UP  
(EXCEPT CYCLOPS' ENERGY BONUSES, TROUGH IT)

CHARACTER	PICK-UPS	EFFECT
<b>CYCLOPS™</b>	BONUS LIFE 	Add 1 life.
	EXTRA ENERGY 	Increase your energy level.
	ENERGY TONUS 	Continually replenishes your energy. Adds 11 per the energy level. (After the table set).
	POWER BOOST 	After you've defeat any ally or enemy with this Power Boost, you get 100% in long to your things for 1 hour.
<b>STORM™</b>	BONUS LIFE 	Add 1 life.
	AIR SUPPLY 	Increase your supply of air.
	LIGHTNING STORM 	Give you the power to release lightning bolts. (Continually in every direction, destroying everything within their range).
	HYPERLINK 	Rebels you from any attack, attacks you from work, creating the HYPERLINK you can control system.
<b>GAMBIT™</b>	EXTRA ENERGY 	Increase your energy level.
	LUCKY STAR 	Get the power of the stars. Every 100 dice roll 1 bonus life.
	BALL BONUS 	Roll the basketball backward and gives you 100 points.
	FULL DECK 	Continually replenishes your stock of playing cards, including 2 Aces, and gives you 100 points.



CHARACTER	PICK-UP	EFFECT
<b>GAMBIT™ (CONTINUED)</b>	FLYING CARD 	Increase your stock of playing cards by 1. (After each attack, enemy/move 1 playing card only).
	BONUS "B" 	Give you 20 cards and half of your original energy, plus 1000 points.
	GUARDED 	100 points.
<b>WOLVERINE™</b>	BONUS LIFE 	Add 1 life.
	EXTRA ENERGY 	Increase your energy level.
<b>SPIDER-MAN™</b>	BONUS LIFE 	Add 1 life.
	EXTRA ENERGY 	Increase your energy level.
	SILVER SPIDER 	20 yards.
	GOLD SPIDER 	100 yards.
	RED SPIDER 	500 yards.
	DIAMOND 	100 yards.

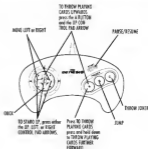
## "CHECKMATE!"

Gambit™'s made to measure ordeals place him in his own worst nightmare. First, he runs up against—or, more likely, will get run over by—on unstoppable, super-sized, steel-spined deomball. Outpacing it will be no easy task even for a Super-Hero with Gambit™'s renowned agility. Add cunningly created chess pieces, from grenade throwing knights to rocket powered queens, and the Cajun charmer's in danger of becoming southern fried!

Reach round two... and things really start cookin'! Is the roof coming down or is the floor coming up? Get caught in the wrong place at the wrong time and you won't even have time to whistle Dixie. Make it to the top and you'll come face to face with the worst of bad sports, the Black Queen.™ She can press 1500 lbs. has absolute control over inorganic matter, and has lived over two millennia by sucking the life force out of humans like a psychic vampire!

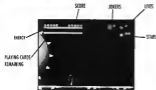
However, mes amis, you don't survive the streets of the Big Easy without an ace up your sleeve. Gambit may not always have dealt from the top, but so long as he has the mutant ability to charge everyday objects with kinetic energy, he's an X-Men you can bet on to win. Armed with his explosive playing cards—including two jokers that are definitely "wild"—the Louisiana'n's luck is sure to save him in a game with the highest stakes... his life!

Gambit's central points are as follows:



## GAMBIT™ ON THE SCREEN

Gambit™'s game play information appears on the screen as follows:



## WOLVERINE™

### "LAUGH 'TIL YOU DROP!"

Happy-go-lucky circus clown and the wild, adamantium-clawed Wolverine™ form the most unlikely of combinations. But, make the clown's robot replicas of the slapstick Super-Villain, Obnoxia, complete with acid filled custard pies, and Wolverine™'s back on familiar turf: a battle to stay alive! Add bayonet carrying toy soldiers, machine gun firing Jech-in-the-Boxes, and exploding building blocks... and you've got a fun house guaranteed to be side-splitting!



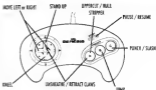
Slashing through enemies and walls will be no problem, but if energy starts running low, tap into your mutant regenerative healing powers by retracting your claws. A short break from carving downs into stew will—at least a few times—save you from disaster!

Keep going up and eventually you'll find the end of everybody's troubles... Apocalypse? The deesez you've ever come to this joker was a robot double and that was nearly enough! Maybe this is just another copy, but it's accurate down to the last detail, including Apocalypse™'s psionically controlled costume with its pure power, super-extending punch! So, quit groching over missing the original, and nail this sucker!

Beat the big top bad guys, and you're in a race with a bad guy with a big top... Juggernaut? Even adamantium won't make a dent in this tin topped giant. Get hit three times or let him pass you and this show's over. Your only chance is to slash the ropes supporting the anvils and 1 ton weights hanging overhead, either to slow Juggernaut™ down or to crush his helmet. Hit him enough and he may be weak enough to attack. But take care! Making a move too soon will cost you dearly! Time it right... this metal head won't even be good for scrap!

## WOLVERINE™ CONTROLS

Wolverine™'s control points are as follows:



**NOTE:**  
The bad guys that try to jump on you have a whole new trick from the average middle baw: they act like squirrels... with no way out!

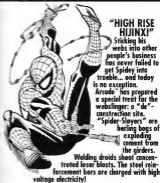
**NOTE:**  
To slice through walls, press the A BUTTON with your claws retracted.

## WOLVERINE™ ON THE SCREEN

The game play information for Wolverine™ is on the screen as follows:



## SPIDER-MAN™



### "HIGH RISE HIJINXI"

Stricking his webs into other people's business has never failed to get Spidey into trouble... and today is no exception.

Arcade™ has prepared a special treat for the webslinger: a "de"-construction site.

"Spider-Slayers" are herling bags of exploding cement from the girders.

Welding droids shoot concentrated laser blasts. The steel reinforcement bars are charged with high voltage electricity!

Spider-sense tingling yet? Up in the girders, it's a Super-Villain pajama party! Armed with his pressure-blast emitting vibro-shock units, Shocker™ is waiting to shake your hand... and every living cell in your body!

Defeat him, and the fair's biggest fatal attraction is hovering right above you! Brought to you directly from his last engagement in Limbo...it's the plasma-ball firing, techno-organic, M'Asitrah! Maybe you should have gone to the mall with Mary Jane!

Trash the ground level bad guys and you're ready for the real high flying action! At the top of the site, the girders are low and far between. Rain is falling in sheets and almost horizontally when the wind picks up. One false step or one sudden gust and it's a Spidey shy dive! If that's not enough to create the perfect mood for multiple fractures, keep an eye out for the villain with the liveliest costume, Carnage! Is it really the sociopathic symbiote or merely another of Arcade's robotic recreations? Is now a good time for detective work or a slugfest?

Run into the wildlife down below and you won't get a second chance to find out if he's the real thing! Rhino's got polymer body-armor tougher than his name—she's shit, two horns perfect for slick kababing pesky wall crawlers, and an attitude that starts at mean and goes way past deadly! Aim for his head and keep hitting! Even this numbskull has to give up... sometimes!



Note:  
It built the "Mr." construction site events, Spidey and his webs can only grip onto girder vertical line of reinforcement bars or concrete.

## HUNT THE HIT-MAN

It ain't over 'til the hit man's in Sing Sing and it's up to Spidey—with some help on the sidelines—to put him there. Unfortunately, finding Arcade demands defeating not only a massive mechanical duplicate, but also a horde of successive duplicates that pop, Russian doll-like, one out of the other. Eliminate all of them, and it's just you, Arcade, a few holograms, and a 9mm pistol equipped with silencer and titanium tipped shells. Did you put on your bullet proof spandex today?



## GLOSSARY OF GOOD GUYS AND BAD GUYS

To keep up with who may be next on his hit list, worth hiring as an ally, or recreating as a robot, Arcade keeps extensive files on his favorite Super-Villains, including himself, and Super-Heroes.

### APOCALYPSE™

Despite no formal training in hand-to-hand combat, the evil visionary rarely fails to hold his own—possibly because he has the intelligence of a genius, invulnerable strength, superhuman reflexes, and metahuman agility! His goal is a world populated purely by the genetically strong.



### ARCADE™

Discovering a fondness and an aptitude for assassination at the tender age of twenty-one, Arcade decided to turn pro. However, soon bored with carrying out contracts by ordinary means, he used his inherited and accumulated wealth to create his drenched fun fair. If he has one weakness, it is so loving to watch his victims struggle in his traps that he forgets the final aim of his enterprise!®



### BLACK QUEEN™

If she had a resume, her occupations would include sorceress, grantress, and goddess (all styled)! Despite her age—somewhere between two and three thousand years old—her strength, stamina, and speed are many times greater than a normal woman. Her complete psychic control over inanimate objects, membership of the mad eminency of mutant clubs, and a taste for mind control makes her the unsurpassed queen of magic!



### CARNAGE™

When the alien symbiote, Venom, broke Eddie Brock out of jail, the creature left behind spores, which then fused with Eddie's relatives (John Rascody). Taking the name, Carnage, the former sociopath set out to create a world of total disorder. To help him achieve his ends, he possesses phenomenal strength and the ability to turn his skin into solid steel.



### CYCLOPS™

The awesome ability to fire beams of devastating energy from his eyes has been both a curse and a blessing to Scott Summers. Without the special ruby quartz lenses designed for him by Professor X, he can never open his eyes without endangering the lives of everyone around him. Yet, from isolated loner, he has developed into the ideal 21st leader of the X-Men's Blue Strike Force, efficiently and effectively directing their never ending fight against evil.



## GAMBIT™

The cunning Cajun, Remy Beauchamp, has speed that defies description and a smile that wares the fiercest heart. When that doesn't cut it, he also has the power to energize objects and fry any target loco enough to get in his way! A former member of New Orleans's Thieves Guild, Gambit now uses his abilities to protect mutant and non-mutant alike.



## GENOSHAN MAGISTRATES™

In an island paradise called Genosha, mutants are slaves to their human overlords. Complete obedience is secured through torture, genetic implants, and, as a measure of last resort, the Genoshan Magistrates. Their methods are unscrupulous. Their word is the law. Their sentence is final.



## JUGGERNAUT™

Every family has its black sheep — though rarely are they as outrageous as Charles Xavier's nine-headed pound superbrother, Cain Marko. Juggernaut! Looming Xavier for using his psychic powers to discover his hatred of their father, Marko has rarely missed an opportunity to use his massive bulk for revenge on Professor X or his "gifted youngsters."



## MASTER MOLD™

Stephen Lang sees one being as responsible for his "imprisonment" within Master Mold Scott Summers. Since his fateful transformation, his whole existence is focused on the aim of destroying Cyclops and all his kind. With his monstrous size and weaponry, his final victory cannot remain far off.



## N'ASTIRH™

This ruler of the demons of Belasco's Limbo ("Otherplace") has longed in vain to create a kingdom for himself on earth. Black magic is his specialty, but he can also fly and more than hold his own in hand-to-hand-organic-wing combat!



## RHINO™

Metagenic chemical and radiation treatments, including gamma ray bombardment, provided superhuman abilities. A team of scientists created the distinctive damage-absorbing costume. The result: a talented Super Villain with a nasty reputation for always attacking problems... head on!



## SENTINELS™

One time continuum has these Omega Series Hunters as the destroyers of the X-Men! The Sentinels' armaments automatically adjust for optimum antagonistic life termination. The construction of their shielding makes them almost indestructible. However, as they were not developed until the turn of the 21st century, time, at least, is on the X-Men's side!



## SHOCKER™

Norman Osborn, as "Daddy" in the Web Crawler's parlance, wears a foam lined synthetic costume capable of deflecting the mightiest blows. His vibro shock units—triggered by a pump-action compressed air mechanism—create a series of rapid successive high pressure blasts that cause extensive damage to the human body and its internal organs.



## SPIDER-MAN™

Bitten by a mega-irradiated spider, Peter Parker gained the proportionate strength and agility of an arachnid, the ability to stick to walls, and his amazing, danger detecting "spider sense." Tragically, soon after acquiring his super powers, his lack of action resulted in the loss of his uncle Ben and the hard taught lesson that with great power also came great responsibility.



## STORM™

Between the children of the atom and the elemental forces of nature, stands Ororo Munroe, Storm! Able to control the weather, even to the point of generating awesome bolts of lightning, it remains, nevertheless, her strength of character and understanding that makes her the admired leader of the X-Men's Gold Strike Force.



## WOLVERINE™

With the tenacity of a bear and the battle hardened skills of an international secret agent, Wolverine is one of the most dangerous men alive. Some time in his murky history, his skeleton was laced with unbreakable adamantium and adamantium claws installed in his forearms. The shock of the experience almost destroyed his mind, but with his savagery harnessed to the X-Men, his fighting expertise now exists as a vital, if lethal, tool for the good.





## NOTES

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**FLYING EDGE™**  
(A Division of Acclaim Entertainment, Inc.)  
**LIMITED WARRANTY**

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which the computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is" without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees, for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defaced in the Flying Edge software product has been through abuse, unreasonable use, mismanagement or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY** - If your cartridge requires repair after expiration of the 90 day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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Name \_\_\_\_\_  
Phone (\_\_\_\_) \_\_\_\_\_ Date \_\_\_\_\_  
Street Address \_\_\_\_\_  
City, State, Zip \_\_\_\_\_

- 1 Game title: SPIDER-MAN X-MEN ARCADES REVENGE GENESIS™
- 2 Who purchased this game?  Male  Female Age \_\_\_\_\_
- 3 Who plays the game the most?  Male  Female Age \_\_\_\_\_
- 4 Why was game purchased for player?  Self-purchase  
 Requested Gift  Unrequested Gift
- 5 How did you hear about this game?  Friend  Radio  TV  
 Newspaper  Magazine Ad  Game Review  In-Store Display  
 Played Before Buying  Arcade  Salesperson
- 6 How would you rate the game play?  
1 2 3 4 5 6 7 8 9 10 (Best)
- 7 How would you rate the graphics?  
1 2 3 4 5 6 7 8 9 10 (Best)
- 8 Which kind of game do you like most?  Action  Role-Playing  
 Sports  Simulation  Maze/Puzzle
- 9 How often do you play coin-op arcade games?  
 Never  Sometimes  Frequently
- 10 What game/computer systems are in your household?  NES  
 Super NES  Genesis  Game Gear  Game Boy  
 PC (IBM or other)
- 11 How many times a month do you rent video games? \_\_\_\_\_
- 12 Which magazines and comic books do you read?  
\_\_\_\_\_

13 Comments \_\_\_\_\_

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